25/09/2024 Lab-0 (1) Program to peint "Hello World" class helle world public estatic void main (String angs [ ]) System. out. perintle ("Hello world"); output: Hello World Program to check if a number is perions of not. class Jeun check & public static void main (String Orgs [7) E int number = 29; boolean is Prime = true; if (number <= 1) & is frime = false; y else & for (int i = 2; i = Math. sqrt (number); i++) { if (number:/1 = = 0) { is Prime = false; break; if (is Prime) & System.out. privillin (number + " is prime no."); System.out.perintln(number + " is not prime"); y else f 29 is a perime no.

(3) Program to print filomnacci Series class fibonacci - series & public static void main (String args [7) { in terms = 10; int fourteums = 0, Second Teum = 1; System.out. perintla ("fibonnaci Seeries up to" + kern+ teams for (int . "=1; i == teams; i++) { System. out. peurller (first Teeum + ""); int next Teem = fierst Teum + second Teem; first Term = second Term; Second Team = next Team; 0/P = 0,1,1,2,3,5,8,13,21,34F) Program to perint a simple interest. public class simple interest {
public static void main (String [7]) { double perincipal = 1000; int time = 3; double rate = 5; double simple interest = (peurcipal \* time \* vrate)/100; Syso ("Principal" + Principal); Syso (" Rade of interest "+ rate); Syso ("Time" + time + "Years"); Syso (" Simpel interest" + simple interest); 0/P = Principal : 1000 Rate of inderest: 5.0 Time = 3 Years

(5) Smapping of numbers public class surapping & pullic static void main (String @ args []) & int a = 5; int b = 10; Syso ("before swapping"); Syxo ("a="+a); Syso ("b="+b); int temp: a; a = b; b = temp; Syso (" after swapping"); Syso ("a = "+a); before smapping Syso ("b:"+b); a = 56=10 after smapping a = 10 b = 5 (6) Triangle: public class thriangle & public static vaid main (String & args[]) { double side 1 = 5.0; double side 2 = 5.0; double side 3 = 8.0; String tringle Type = Check Triangle Type (side 1, side 2, side 3); Syso ("The triangle is" + triangle Type); public static Soring check Triangle Type (double a, double b double c) { if (az= 00 // b = 0 // C = 0) { neturn "Sides must be fositive";